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1 Embedded systems: hardware/software design methodology and optimization: Topology selection for energy minimization in embedded networks

Dexin Li, Pai H. Chou, Nader Bagherzadeh
January 2003 **Proceedings of the 2003 conference on Asia South Pacific design automation ASPDAC**
Publisher: ACM Press
Full text available: pdf(81.26 KB) Additional Information: full citation, abstract, references, citings

The trend towards distributed, networked embedded systems is changing the way power should be managed. Power consumed by bus and network interfaces now matches if not surpasses that of the CPU and is thus becoming a prime candidate for reduction. This paper explores energy-efficient bus topologies as a new technique for global power optimization of embedded systems that are interconnected by high-speed serial network-like busses such as FireWire and a new generation of SoC buses. Our grammar-bas ...

2 Macintosh OS X: a smooth migration

Scott E. Hanselman, Mahmoud Pegah
September 2003 **Proceedings of the 31st annual ACM SIGUCCS conference on User services SIGUCCS '03**
Publisher: ACM Press
Full text available: pdf(208.81 KB) Additional Information: full citation, abstract, references, index terms

The Ringling School of Art and Design is a fully accredited four year college of visual art and design with a student population of approximately 1000. The Ringling School has achieved national recognition for its large-scale integration of technology into collegiate visual art and design education and maintains a student to computer ratio of better than two to one. Due to the demand for computing power and the requirement for ease of use, we moved our instructional computer laboratories to the ...

Keywords: Macintosh OS X, NFS, NIS, SSH, fonts, migration, network

3 Putting OSX in an open access lab: (or "The Joy of X")

David L. R. Houston
September 2003 **Proceedings of the 31st annual ACM SIGUCCS conference on User services SIGUCCS '03**
Publisher: ACM Press
Full text available: pdf(211.45 KB) Additional Information: full citation, abstract, index terms

This paper discusses the challenges of putting Apple Macintosh OSX into open access and computer lab environments.

Keywords: Macintosh, OSX, configuration, imaging, integration, lab, labs, maintenance, open access, security, software distribution, workstation

4 SMC: a symmetry-based model checker for verification of safety and liveness properties

A. Prasad Sistla, Viktor Gyuris, E. Allen Emerson
April 2000 **ACM Transactions on Software Engineering and Methodology (TOSEM)**, Volume 9 Issue 2
Publisher: ACM Press

Full text available: pdf(217.86 KB) Additional Information: full citation, abstract, references, citings, index terms, review

The article presents the SMC system. SMC can be used for checking safety and liveness properties of concurrent programs under different fairness assumptions. It is based on explicit state enumeration. It combats the state explosion by exploiting symmetries of the input concurrent program, usually present in the form of identical processes, in two different ways. Firstly, it reduces the number of explored states by identifying those states that are equivalent under the symmetries of the syst ...

Keywords: automata, model checking

5 Using an iPod in Linux

Bert Hayes
July 2005 **Linux Journal**, Volume 2005 Issue 135
Publisher: Specialized Systems Consultants, Inc.

Full text available: html(22.57 KB) Additional Information: full citation, abstract, index terms

Get your music collection moved over to Linux without losing your portable player.

6 An affordable optical head tracking system for desktop VR/AR systems

Jurriaan D. Mulder, Jack Jansen, Arjen van Rhijn
May 2003 **Proceedings of the workshop on Virtual environments 2003 EGVE '03**
Publisher: ACM Press

Full text available: pdf(1.62 MB) Additional Information: full citation, abstract, references, citings, index terms

We present an affordable optical head tracking system for desktop-like VR/AR environments. The generic and specific head tracking requirements for these type of environments are de ned, as well as the relaxations such environments put on head tracking systems. The presented head tracker is based on two low-cost, commodity FireWire cameras that track a simple 3D dot pattern. It is shown that the tracker provides high accuracy, an update rate of 30 updates per second, a low computational load, and ...

Keywords: desktop virtual and augmented reality, optical head tracking

7 GFX: NLE video editors

Robin Rowe
February 2002 **Linux Journal**, Volume 2002 Issue 94
Publisher: Specialized Systems Consultants, Inc.

Full text available: html(19.42 KB) Additional Information: full citation, index terms

8 Projecting the future: Interactive environment-aware display bubbles

Daniel Cotting, Markus Gross
October 2006 **Proceedings of the 19th annual ACM symposium on User interface software and technology UIST '06**
Publisher: ACM Press
Full text available: pdf(28.27 MB) Additional Information: full citation, abstract, references, index terms

We present a novel display metaphor which extends traditional tabletop projections in collaborative environments by introducing freeform, environment-aware display representations and a matching set of interaction schemes. For that purpose, we map personalized widgets or ordinary computer applications that have been designed for a conventional, rectangular layout into space-efficient bubbles whose warping is performed with a potential-based physics approach. With a set of interaction operators b ...

Keywords: adaptive displays, focus and context, imperceptible structured light, interaction, projectors, tabletop

9 Kernel Korner: The Bullet Points: Linux 2.4 - Part Deux

Joe Pranevich
September 2000 **Linux Journal**
Publisher: Specialized Systems Consultants, Inc.
Full text available: html(19.34 KB) Additional Information: full citation, abstract, index terms

This article should be considered an addendum to my previous "Bullet Points" article and my follow up piece on ISA PnP support in Linux 2.4 (February, 2000.)

10 Technology survey: future perfect

Stephan Somogyi
November 1999 **interactions**, Volume 6 Issue 6
Publisher: ACM Press
Full text available: pdf(545.39 KB) html(12.83 KB) Additional Information: full citation, index terms

11 GFX Linux as a Video Desktop

Robin Rowe
February 2001 **Linux Journal**
Publisher: Specialized Systems Consultants, Inc.
Full text available: html(13.04 KB) Additional Information: full citation, index terms

12 Living on the bleeding edge: creating and managing highly specialized student labs

Deborah Cherry, Paul Phillabaum, Pomona Valero
October 2000 **Proceedings of the 28th annual ACM SIGUCCS conference on User services: Building the future SIGUCCS '00**
Publisher: ACM Press
Full text available: pdf(211.74 KB) Additional Information: full citation, references, citings, index terms

Keywords: audio, digital media, high-end, labs, multimedia, specialty, video

13 The ultimate multimedia center(s)
Jon maddog Hall, Clay Claiborne
August 2006 **Linux Journal**, Volume 2006 Issue 148
Publisher: Specialized Systems Consultants, Inc.
Full text available: html(2.65 MB) Additional Information: full citation, abstract, index terms

How do you create an Ultimate Linux Multimedia Center for less than a million dollars?

14 Exploring Logic Block Granularity for Regular Fabrics
A. Koorapaty, V. Kheterpal, P. Gopalakrishnan, M. Fu, L. Pileggi
February 2004 **Proceedings of the conference on Design, automation and test in Europe - Volume 1 DATE '04**
Publisher: IEEE Computer Society
Full text available: pdf(338.54 KB) Additional Information: full citation, abstract, citings, index terms

Driven by the economics of design and manufacturing nanoscale integrated circuits, an emphasis is being placed on developing new, regular logic fabrics that leverage the regularity and programmability of FPGAs, yet deliver a level of performance and density close to ASICs. One example of such a fabric is a Via-Patterned Gate Array (VPGA) [9], which employs ASIC style global routing on top of an array of patternable logic blocks (PLBs). Previous work [8], [6], [10] showed that by employing even l ...

15 3D multimedia environments: Computation and performance issues In coliseum: an immersive videoconferencing system
H. Harlyn Baker, Nina Bhatti, Donald Tanguay, Irwin Sobel, Dan Gelb, Michael E. Goss, John MacCormick, Kei Yuasa, W. Bruce Culbertson, Thomas Malzbender
November 2003 **Proceedings of the eleventh ACM international conference on Multimedia MULTIMEDIA '03**
Publisher: ACM Press
Full text available: pdf(824.55 KB) Additional Information: full citation, abstract, references, citings, index terms

Coliseum is a multiuser immersive remote teleconferencing system designed to provide collaborative workers the experience of face-to-face meetings from their desktops. Five cameras are attached to each PC display and directed at the participant. From these video streams, view synthesis methods produce arbitrary-perspective renderings of the participant and transmit them to others at interactive rates, currently about 15 frames per second. Combining these renderings in a shared synthetic environm ...

Keywords: telepresence, videoconferencing, view synthesis

16 Advances in Model-Based Testing (A-MOST 2005): Modeling requirements for combinatorial software testing
C. Lott, A. Jain, S. Dalal
May 2005 **ACM SIGSOFT Software Engineering Notes , Proceedings of the first international workshop on Advances in model-based testing A-MOST '05**, Volume 30 Issue 4
Publisher: ACM Press
Full text available: pdf(96.96 KB) Additional Information: full citation, abstract, references, index terms

The combinatorial approach to software testing uses models to generate a minimal number of test inputs so that selected combinations of input values are covered. The most common coverage criteria is two-way, or pairwise coverage of value combinations, though

for higher confidence three-way or higher coverage may be required. This paper presents example system requirements and corresponding models for applying the combinatorial approach to those requirements. These examples are intended to serve ...

17 Workshop on Open Source Software Engineering (WOSSE): Raging incrementalism: harnessing change with open-source software

John C. Georgas, Michael M. Gorlick, Richard N. Taylor

May 2005 **ACM SIGSOFT Software Engineering Notes , Proceedings of the fifth workshop on Open source software engineering 5-WOSSE**, Volume 30 Issue 4

Publisher: ACM Press

Full text available: pdf(153.70 KB) Additional Information: full citation, abstract, references, index terms

Change is a bitter fact of life for system developers and, to a large extent, conventional practices are aimed at arresting change and minimizing its effects. We take the opposite view and are exploring system engineering practices that harness the forces of change for the ongoing, incremental improvement of systems---a view we name *raging incrementalism.* We harness three powerful forces to ride the waves of change: open-source software, commodity hardware, and web-like, representational ...

Keywords: open source, raging incrementalism, representational state transfer

18 Design methods for manufacturability enhancements: Design methodology for IC manufacturability based on regular logic-bricks

V. Kheterpal, V. Rovner, T. G. Hersan, D. Motiani, Y. Takegawa, A. J. Strojwas, L. Pileggi

June 2005 **Proceedings of the 42nd annual conference on Design automation DAC '05**

Publisher: ACM Press

Full text available: pdf(595.64 KB) Additional Information: full citation, abstract, references, index terms

Implementing logic blocks in an integrated circuit in terms of repeating or regular geometry patterns [6,7] can provide significant advantages in terms of manufacturability and design cost [2]. Various forms of gate and logic arrays have been recently proposed that can offer such pattern regularity to reduce design risk and costs [2,4,9,11,12]. In this paper, we propose a full-mask-set design methodology which provides the same physical design coherence as a configurable array, but with area and ...

Keywords: RET, integrated circuits, manufacturability, regularity

19 Understanding performance in coliseum, an immersive videoconferencing system

H. Harlyn Baker, Nina Bhatti, Donald Tanguay, Irwin Sobel, Dan Gelb, Michael E. Goss, W. Bruce Culbertson, Thomas Malzbender

May 2005 **ACM Transactions on Multimedia Computing, Communications, and Applications (TOMCCAP)**, Volume 1 Issue 2

Publisher: ACM Press

Full text available: pdf(11.79 MB) Additional Information: full citation, abstract, references, index terms

Coliseum is a multiuser immersive remote teleconferencing system designed to provide collaborative workers the experience of face-to-face meetings from their desktops. Five cameras are attached to each PC display and directed at the participant. From these video streams, view synthesis methods produce arbitrary-perspective renderings of the participant and transmit them to others at interactive rates, currently about 15 frames per second. Combining these renderings in a shared synthetic environm ...

Keywords: 3D virtual environments, Telepresence, network applications, performance measurement, streaming media, videoconferencing, view synthesis

20 Playing experience: From remote media immersion to Distributed Immersive Performance

A. A. Sawchuk, E. Chew, R. Zimmermann, C. Papadopoulos, C. Kyriakakis
November 2003 **Proceedings of the 2003 ACM SIGMM workshop on Experiential telepresence ETP '03**
Publisher: ACM Press

Full text available: pdf(378.71 KB) Additional Information: full citation, abstract, references, citings, index terms

We present the architecture, technology and experimental applications of a real-time, multi-site, interactive and collaborative environment called Distributed Immersive Performance (DIP). The objective of DIP is to develop the technology for live, interactive musical performances in which the participants - subsets of musicians, the conductor and the audience - are in different physical locations and are interconnected by very high fidelity multichannel audio and video links. DIP is a specific r ...

Keywords: information interfaces and presentation, music performance, real-time interaction, remote collaboration

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